

Black Hole Mech instructions

step 1



Black Hole Mech
Although in the 2003 Game Boy Advance turn-based strategy game Advance Wars 2, Mech units are stronger than regular Infantry units, they are still quite vulnerable to most enemy units... Their real strength is when several of them are working together, and some players even try to use a tactic called "Mech Flood", simply building as many relatively inexpensive Mech units that the enemy doesn't have time to kill them all...
<http://www.papercraftmag.com>



To build your own papercraft Black Hole Mech unit, you really don't need many tools: glue, a sharp knife, a cutting mat, maybe a toothpick, and of course the parts! ;)

step 2



Take your time to pre-shape part 1 as shown here, so it will be easier to glue the sides together and then close the white top.

step 3



The finished Mech unit's pants should look like this, with two holes for the legs.

step 4



Cut out and assemble parts 2-3...

step 5



...then glue them together to form the right leg and glue them to the pants. Do the same for parts 4+5 (the shoes should be kinda sideways as shown in the picture).

step 6



Cut out and assemble part 6 and glue it over the pants.

step 7



Cut out and assemble the parts to form the right arm (parts 7-9)...

step 8



...and then glue them to the torso as shown here. Do the same for the other arm (parts 10-12).

step 9



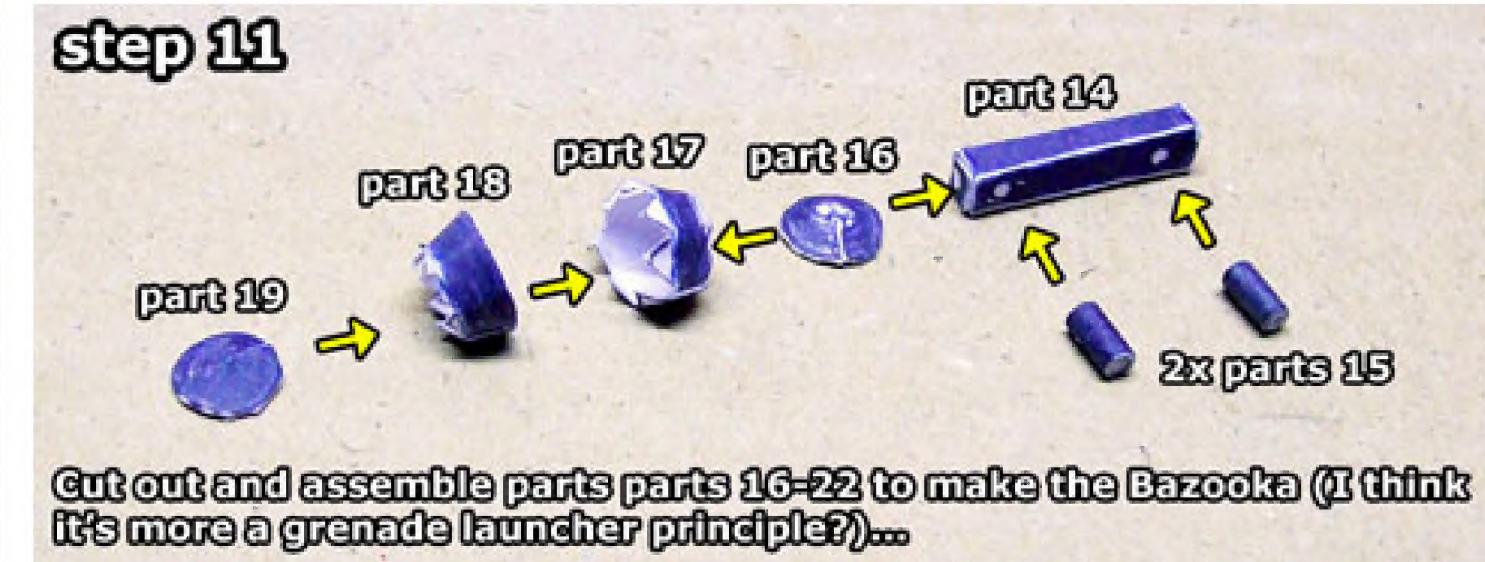
Take your time to pre-shape and assemble the helmet; I found it easiest to glue together one side of part 13 first...

step 10



...and then the other side. Once you've done that, press the helmet firmly onto the body, in line with the feet (kinda sideways).

step 11



Cut out and assemble parts parts 16-22 to make the Bazooka (I think it's more a grenade launcher principle?)...

step 12

step 12



...and then glue them together! ;o)

step 13



**Black Hole
Mech**

Now place the Bazooka (grenade launcher) in the Mech unit's hands.

Thank you for building a Ninjatoes' papercraft model!
www.kickme.to/ninjatoes